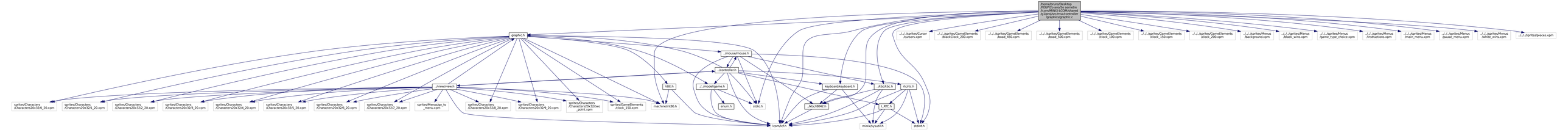
/home/bruno/Desktop/FEUP/2o ano/2o semestre/LCOM/project/proj/graphics/graphic.c
../../../sprites/Cursor/cursors.xpm
../../../sprites/GameElements/BlackClock_200.xpm
../../../sprites/GameElements/boad_450.xpm
../../../sprites/GameElements/boad_500.xpm
../../../sprites/GameElements/clock_100.xpm
../../../sprites/GameElements/clock_150.xpm
../../../sprites/GameElements/clock_200.xpm
../../../sprites/Menus/background.xpm
../../../sprites/Menus/black_wins.xpm
../../../sprites/Menus/game_type_choice.xpm
../../../sprites/Menus/instructions.xpm
../../../sprites/Menus/main_menu.xpm
../../../sprites/Menus/pause_menu.xpm
../../../sprites/Menus/white_wins.xpm
../../../sprites/pieces.xpm
graphic.h
../mouse/mouse.h
../controller.h
../view/view.h
../../model/game.h
VBE.h
keyboard/keyboard.h
/kbc/kbc.h
/rtc/rtc.h
sprites/Characters/Characters20x32/0_20.xpm
sprites/Characters/Characters20x32/1_20.xpm
sprites/Characters/Characters20x32/2_20.xpm
sprites/Characters/Characters20x32/3_20.xpm
sprites/Characters/Characters20x32/4_20.xpm
sprites/Characters/Characters20x32/5_20.xpm
sprites/Characters/Characters20x32/6_20.xpm
sprites/Characters/Characters20x32/7_20.xpm
sprites/Menus/go_to_menu.xpm
sprites/Characters/Characters20x32/8_20.xpm
sprites/Characters/Characters20x32/9_20.xpm
sprites/Characters/Characters20x32/two_point.xpm
sprites/GameElements/clock_150.xpm
machine/x86.h
enum.h
stdio.h
/lib/i386242.h
/_lib/_rtc.h
icons/cli.h
minix/sysutil.h
stdint.h